With categorising by effect it doesn’t really matter what is done by a particular element, examples are given for each type to help to understand how it could work and provide flavour for roleplaying. Create substance might need further fleshing out with a table but for some others it doesn’t really matter what element is used. You can could blast someone with frickin’ eye laser beams, lightning from hands, sonic scream or just go the simple flying rock to the head to all achieve that 2d6 damage.

A mastery in a particular element will give +2 DC casting bonus, access to summon from the associated plane (as long have Knowledge (Planes)) and access to that elements specific spells some of which are easier to make permanent e.g. repair/craft metal.

**Create**

Substance (DC 4)

A 1m3 (+4 DC/m3) of a weak, medium (+4 DC) or strong (+8 DC) form of an element is temporarily created at the target area. The creation of the substance does not cause damage. It is unaffected by other effects like gravity or forces like a wind e.g. it will hang suspended in the target area if above the ground. Substance dissipates on expiry.

Air: Pocket of breathable air, block of ice,

Fire: Light source

Earth: Pile of sand, cube of clay, block of iron

Water: Puddle of water, block of ice,

Damage (DC 12)

Use an aspect of an element as a source of 2d6 damage (+4DC/1d6) to a visible target. A successful ranged touch attack is needed for a single target ray otherwise the target gets a Reflex save for half damage. The effect is always instantaneous and leaves no after effect like setting alight from a fire bolt or lightning arcing to targets outside effect of spell.

Air: Sonic, lightning, physical

Fire: Fire, laser

Earth: Physical, telekinetic (gravity variation)

Water: Ice

Miss chance (DC 8)

Use an effect of an element that gives the target a 20% miss chance (+4DC/20%) and cannot use sight to locate a target. If instant cast then the effect only lasts till end of current combat round.

Air: Fog

Fire: Dazzling lights

Earth: Dust

Water: Fog

Knockdown (DC 8)

Manipulate an element at 4m2 target area to cause it to lose balance and fall over into a prone position. Reflex save. Can be applied to an extra area at +2 DC/4m2. If duration applied to the spell those in affected area that failed save or entering must Reflex Save or become/stay prone. A successful save means a target can move through the area on their turn but must be outside the area to avoid another Reflex save. The elements only manifest for a near instant repeatedly and don’t cause any other affect or damage

Air: Gusts of wind

Fire: Heatwaves

Earth: Earthquake

Water: Waves of water

**Elementals**

All Elemental based spells moved into one area. Requires appropriate mastery and successful skill check Knowledge (Planes) 10 + CR (can take 10) to summon particular type of creature from an Elemental plane. Appropriate techniques needed for specific actions, e.g. Create to heal, Destroy to leech, Change to buff. A list of appropriate creatures to summon and modified stats will be created, starting with Elementals and then as needed other creatures of the Elemental planes. The other forms will have access to a humanoid form of an appropriate type, e.g. Magic: Force Elemental, Nature: Treant ish, Body: Zombie ish, Mind: Illusion